

ATARI[®] 7800[™] Game Manual



Have a

You and your grandpa just put your life savings into buying a small farm—a few acres for growing vegetables and raising horses, a place to get away from the battle of city life.

As the two of you settle in on the back porch, you notice a couple of small critters scurrying across the cornfield. Then you hear squeaks and squawks coming from the barn. Horror of horrors! Your entire farm is infested with vermin determined to drive you away!

It's you or them. With your trusty gun in hand, you head for the barnyard. Gramps backs you all the way. You'll show them you're no city slouch!

Getting Started

1. With your Atari 7800 set up, insert the Barnyard Blaster cartridge into the console. Plug your Atari XG-1 light gun into the left controller port on the front of your console. (In a two-player game, players share one light gun.)
2. Turn on your television, and press the [**Power**] key to turn on the console. The Barnyard Blaster title screen will appear. Aim the light gun at the screen and shoot to view the game options: bales of hay with a one-player or two-player game option. (If you don't shoot the title screen, the game options screen will automatically appear in a few seconds.)

3. Holding the light gun three to five feet from the screen, aim and shoot at the bale for the option you choose.
4. To pause the game, press [**Pause**]. To return to the title screen, press [**Reset**].
5. To turn the music on or off, press [**Select**].

Playing the Game

Your goal is to rid your farm of vermin by shooting targets in each of three areas: the barnyard, the cornfield, and the barn. You aim and shoot your light gun to hit static and moving targets on the screen. You have up to 40 bullets per screen, so aim accurately to avoid wasting precious ammunition.

In order to advance through each area, you must achieve a certain percentage of shooting accuracy in that area. Each time you finish one area of the farm, your scores are displayed: your score for that screen, your bonus bullet score based on the number of spares, and your total game score. You can shoot the score screen to advance to the next screen, or you can wait for it to advance automatically.

Blast!

A fourth area of the farm—Gramps' bonus screen—gives you a chance to brush up on your target shooting and earn extra points. This screen appears each time you leave other areas of the farm.

If you make it through all three areas, you'll make the rounds again and again, with each round more challenging than the last. At the end of the game, you'll be given one of 13 possible target-shooting ranks, from Total Dud, the lowest, to Blaster, the highest.

| Rank | Screens Completed |
|-------------------|-------------------|
| Total Dud | 0 |
| Egg Hunter | 1-2 |
| Stable Hand | 3-5 |
| Hay Baler | 6-8 |
| Cow Milker | 9-11 |
| Red Neck | 12-14 |
| Farmer | 15-17 |
| Harvester | 18-20 |
| Husker | 21-23 |
| Shootist | 24-26 |
| Terminator | 27-29 |
| Sniper | 30-32 |
| Blaster | 33-36 |

The Farm Layout

Barnyard Blaster provides four screens on which to practice your shooting skills.

The Barnyard

In the barnyard, bottles and cans lined up on a fence offer great practice for warming up the old shootin' iron. This is your target practice area. Watch for the gopher, who may appear in the field behind the tree. He's a quick little fellow. (The gopher can appear on all four of the different screens.)

The Cornfield

In the cornfield, you'll aim at static targets—watermelons and pumpkins—and moving targets—crows and rabbits. You must shoot the veggies before you can get the moving critters.

The Barn

As you enter the barn, all sorts of critters will skitter across the floor. Occasionally, birds will swoop down.

Gramps' Bonus Screen

On the bonus screen, Gramps will throw 10 bottles into the air to help you hone your shooting skills. Shoot each bottle before it disappears. But don't shoot poor Gramps. If you do, the bonus round will end.

Scoring

In each area of the farm, points range from 10 to 250, depending on the target and how quickly you hit it. The smaller and faster the target, the more points it's worth.

| Screen | Target | Points |
|---------------|-----------------|--------|
| Barnyard | Bottle | 10-50 |
| | Can | 10-50 |
| | Gopher | 50-250 |
| Cornfield | Watermelon | 10-50 |
| | Pumpkin | 10-50 |
| | Rabbit | 30-150 |
| | Crow | 30-150 |
| | Gopher | 50-250 |
| Barn | Duck | 20-100 |
| | Chicken | 20-100 |
| | Small Birds | 30-150 |
| | Owl | 30-150 |
| | Rabbit | 30-150 |
| | Mouse | 50-250 |
| | Gopher | 50-250 |
| Gramps' Bonus | Spinning Bottle | 20-100 |
| | Gopher | 50-250 |

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